<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>Joke Generator</title>

  <style>

    body {

      font-family: Arial, sans-serif;

      text-align: center;

      background-color: #f0f0f0;

      margin: 0;

      padding: 20px;

    }

    #jokesContainer {

      margin-top: 20px;

      padding: 20px;

      background-color: #fff;

      border-radius: 10px;

      box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);

    }

    .joke {

      margin-bottom: 15px;

      font-size: 18px;

    }

    #generateButton {

      margin: 20px;

      padding: 10px 20px;

      font-size: 16px;

      cursor: pointer;

    }

    #sliderLabel {

      margin-top: 20px;

    }

    #slider {

      margin: 10px;

    }

  </style>

</head>

<body>

  <h1>Joke Generator</h1>

  <button id="generateButton">Generate Jokes</button>

  <div id="sliderLabel">Number of Jokes: <span id="jokeCount">1</span></div>

  <input type="range" id="slider" min="1" max="5" value="1">

  <div id="jokesContainer"></div>

  <script>

    const jokes = [

      "Why don't skeletons fight each other? They don't have the guts.",

      "I'm reading a book on anti-gravity. It's impossible to put down!",

      "Why did the scarecrow win an award? Because he was outstanding in his field!",

      "What do you call fake spaghetti? An impasta!",

      "Why don’t scientists trust atoms? Because they make up everything!",

      "Why did the math book look sad? Because it had too many problems.",

      "I told my wife she was drawing her eyebrows too high. She looked surprised.",

      "Want to hear a joke about construction? I'm still working on it.",

      "Why was the computer cold? It left its Windows open!",

      "What do you call cheese that isn't yours? Nacho cheese."

    ];

    const generateButton = document.getElementById('generateButton');

    const slider = document.getElementById('slider');

    const jokeCountDisplay = document.getElementById('jokeCount');

    const jokesContainer = document.getElementById('jokesContainer');

    // Update displayed joke count when slider changes

    slider.addEventListener('input', () => {

      jokeCountDisplay.textContent = slider.value;

    });

    // Generate jokes when button is clicked

    generateButton.addEventListener('click', () => {

      const jokeCount = parseInt(slider.value);

      jokesContainer.innerHTML = '';

      for (let i = 0; i < jokeCount; i++) {

        const randomJoke = jokes[Math.floor(Math.random() \* jokes.length)];

        const jokeElement = document.createElement('div');

        jokeElement.classList.add('joke');

        jokeElement.textContent = randomJoke;

        jokesContainer.appendChild(jokeElement);

      }

    });

  </script>

</body>

</html>